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Cheat Codes/Commands & Country Tags - Hearts of Iron IV By Vinolik Cheats, useful commands and how to use them. Need help? Write a comment below and you'll either get help from me or from one of the friendly guys in the comment section :)Good luck and have fun! Cheats for Hearts of Iron 4 is an indispensable tool that helps to simplify or diversify during the game the campaign of the Second World War for playing more epic battles or turn the course of history at your discretion. Below is a complete list of codes for HoI 4: Read on for the most popular console commands, as well as how to open the developer console to use fixed combinations. How to open the console in HoI 4 to enter codes Entering codes in Hearts of Iron 4 is done using the developer console. To open the console in HoI 4, follow these steps: Start the game, and then enter single user mode. Press the "~" key (tilde or the letter "Ё" on the keyboard). Enter one of the commands below. Click "Enter' to activate the command. It is also necessary to focus on the fact that some of the following commands only available to developers. To be able to enter them, you must: Right-click on the shortcut for the game and open "Materials». In the launch options (the desired line looks something like this: gameshoi4hoi4.exe) enter "-debug"(Without quotes). Save changes and start the game. Open console. Cheats HoI 4 - list of all console commands and commands for Hearts of Iron 4 The following will be a list of all HoI 4 cheat codes, sorted into their respective categories for easy searching: Interface and settings The first list of console commands aims to make the interface faster and easier to use, which will save time. War and artificial intelligence management Sometimes the AI can make extremely stupid decisions; at times I want to add an element of surprise directed at myself by the enemy. It is in these cases that codes can be useful that allow you to partially take over computer bot management. you_accept - after entering, diplomatic proposals directed towards the AI will be automatically accepted. Re-typing will disable the command. ai_invasion – enable AI ability to carry out naval invasions. Entering again will disable the effect. viewer - after entering the player will switch to observer mode, and his faction will be controlled by AI. Re-typing will disable the command. ai – enable artificial intelligence in computer bots-opponents. Re-typing will disable the command. aiview - the ability to learn information about debugging AI. Experience Long leveling can be frustrating, and cheats aimed at gaining a certain amount of experience can help get rid of unnecessary time costs and quickly move on to the main content of the game. XP [number] – add the specified amount of experience. If you do not set a number, the team will automatically add 999XP to the player. Army management Console commands aimed at controlling the army (both your own and a computer bot), as well as ways to diversify the events taking place on the map and arena of the HoI IV battle. delall [USA] – destroy units of the United States of America. delall [AUS] – destroy units of the United States of America. delall [CAN] – destroy Canadian units. And so on: to the team delall in square brackets, you can specify the code of any state. instant prepare - land the flotilla at the specified point. civil war [ideology] [Province ID] – initiate a civil war on the territory of the specified state on the basis of the chosen ideology. spawn [unit type] [Province ID] [number] - create and place the selected type of units in the specified number of units at the specified point. moveunit [unit type] [Province ID] - move the selected unit type to the specified point. attachment [Province ID] - initiate the capture of the specified point. debug_nuking - the ability to disable the function of enhancing the bombing in a certain area on the map. teaterserhuide - the ability to cancel previously established orders and restart the campaign to conduct hostilities. teleport [Province ID] - move the selected army or fleet to the specified point. massconquer – open access to mass conquest functions. Focuses Each country in the game has its own national focus tree, which reveals the possibilities of political orientation in different areas. Access to it can open the way to new events triggered on the map, which will also allow you to diversify the gameplay. AutoComplete - the ability to open access to national focuses. Money There is never a lot of in-game currency, and codes for money help save time on its farm. money - get 1.000 units of game currency. Resource management Resources - an important consumable material necessary for the production of machinery and equipment. Using cheats of this kind can significantly speed up many game processes. Manpower [number] – add human resources. Winwars - raise the number of military points to the maximum. Morehumans [number] – add additional people. crudeoil – get 1.000 units of crude oil. met al - get 1.000 units of metal. energy - get 1.000 units of energy. rare materials - Obtain 1.000 rare material. supplies – Obtain 1.000 units of Power Supply. fuel - get 1.000 units of fuel. Research and construction The research of technologies directly intersects with their creation. The gradual study of the technological branch can take a lot of game and human resources. Console commands will again help to save them. Building_health [type of building] [ID fractions] [building level] [number HP] - change the strength of the building. research_on_icon_click – instantly improve or research the selected technology from the improvement branch. search all - instantly research all technology branches. ic [OR] instant construction - enable or disable instant construction. Equipment examples Army equipment and machinery Below is a complete list of available equipment in the game. The code as you type should look like this: add_equipment [number] [Name of equipment] Political Power Management A special resource, increasing which will help increase the amount of influence needed to successfully conduct domestic politics. Maximum value: 2.000. political_power [number] – add the specified number of political power points. pp [number] – add the specified number of political power points. fuhrer_mana [number] – add the specified number of political power points. Noneutrality - reduce neutrality to zero. Hissboring - Shuffle countries and events within the map randomly to generate an alternative plot of the game party, which goes beyond the historical episodes of the Second World War. Resign - Opportunity to retire. The following lists of codes are entirely focused on the variety of game content. Politics and diplomacy Whitepeace [State ID] - the ability to conclude a white peace with the specified country. Allowdiplo- the ability to open access to all political actions and decisions included in the gameplay. The list includes even those that are limited by the rules of the project. Add_opinion [State ID] - an opportunity to improve diplomatic relations with the specified country. Add_interest [ID state]- add the specified country to the list of user interests. remove_interest [ID state]- remove the specified country from the list of user interests. Reloadoob [State ID] - the ability to reload orders that were issued inside the specified AI country. Add_core [State ID] - the ability to nationalize the specified country. remove_core [State ID] - cancel the above command. Managing actions on the map Fow - disable the fog of war on the entire map. fow [State ID] – disable the fog of war on the territory of the specified country. Cheats for ideology Through events (events): event political.18 - fascism; event political.19 - communism; event political.20 - democracy. Using the console panel: 1st: add_party_popularity 100f - fascism; 2nd: set_ruling_party f - fascism; 1st: add_party_popularity 100 d - democracy; 2nd: set_ruling_party d - democracy; 1st: add_party_popularity 100 c - communism; 2nd: set_ruling_party c - communism. We hope our guide has helped you identify the most useful HoI 4 cheats. Share in comments which codes that were skipped in the article so that we can quickly add them to existing lists. Follow news and guides on other games on our website. Take charge of history's greatest war machines in Hearts of Iron IV, a grand strategy wargame that challenges your strategic abilities and political insight. Refight World War II at the head of nation from the time period, building up an industrial powerhouse and a diplomatic alliance that will effectively wage war on ideological opponents. HowLongToBeatHearts of Iron IV NewsLoad More Windows macOS SteamOS + Linux Minimum:OS: Windows® 10 Home 64 BitProcessor: Intel® Core™ i5 750 | AMD® FX 4300Memory: 4 GB RAMGraphics: Nvidia® GeForce™ GTX 470 (1.28GB) | AMD® HD 5850 (1GB) | Intel Iris Xe G7 (Tiger Lake) | AMD® Radeon™ RX Vega 11DirectX: Version 9.0cStorage: 2 GB available spaceSound Card: Direct X- compatible soundcard.Additional Notes: Mouse and keyboard are required. / Latest available WHQL drivers from both manufacturers/ Internet Connection or LAN for multiplayer, Up to 32 other players in multiplayer mode. Recommended:OS: Windows® 10 Home 64 bitProcessor: Intel® Core™ i5 2500K | AMD® Ryzen 3 2200GMemory: 6 GB RAMGraphics: Nvidia® GeForce™ GTX 570 (1.28GB) | AMD® Radeon™ HD 7970 (3GB) | Intel Iris Xe G7 (Tiger Lake)DirectX: Version 9.0cStorage: 2 GB available spaceSound Card: Direct X- compatible soundcard.Additional Notes: Mouse and keyboard are required. / Latest available WHQL drivers from both manufacturers. / Internet Connection or LAN for multiplayer, Up to 32 other players in multiplayer mode. Minimum:OS: OS: macOS 10.14 (Mojave)Processor: Intel Core i5 @ 2.30 GHz or betterMemory: 8 GB RAMGraphics: ATI Radeon R9 390M or NVIDIA GeForce 750M with 1GB VRAMStorage: 2 GB available spaceAdditional Notes: Mouse and keyboard are required. / Latest available proprietary drivers from both manufacturers/ Internet Connection or LAN for multiplayer, Up to 32 other players in multiplayer mode. Minimum:OS: Ubuntu 20.04Processor: Intel Core 2 Quad Q9400 @ 2.66 GHz / AMD Athlon II X4 850 @ 3.20 GHzMemory: 4 GB RAMGraphics: ATI Radeon HD 5850 or NVIDIA GeForce GTX470 with 1GB VRAM / Latest available proprietary drivers from both manufacturersStorage: 2 GB available spaceAdditional Notes: Controller support: 3-button mouse, keyboard, and speakers are required. / Internet Connection or LAN for multiplayer, Up to 32 other players in multiplayer mode. Recommended:OS: OS: Ubuntu 20.04Processor: Intel Core i5 750 @ 2.66 GHz / AMD Phenom II X4 955 @ 3.20 GHzMemory: 4 GB RAMGraphics: ATI Radeon HD 6950 or NVIDIA GeForce GTX570 with 2GB VRAM / Latest available proprietary drivers from both manufacturersStorage: 2 GB available spaceAdditional Notes: Controller support: 3-button mouse, keyboard, and speakers are required. / Internet Connection or LAN for multiplayer, Up to 32 other players in multiplayer mode. Page 2 :)h3]Spire Spotting[\/h3]And now it's your local Spirelife guide, Demi, here to update you on our latest findings about last month's mysterious creature:[img] {STEAM_CLAN_IMAGE}/29087962/0f501288fcc48be2ba3636cabb10bf5fcb3fa027.gif[\/img]But before that, let's test out some of your brilliant hypotheses...[img]{STEAM_CLAN_IMAGE}/29087962/550038dea00bb12503373b230bc271b47a27e7e00.png[\/img][img]{STEAM_CLAN_IMAGE}/29087962/0ee42ae340c7ad8c7e79221624560509cdde67b88.png[\/img]The award for most inventive guess goes to Kangaroodoo, who imagined the creature's jittery movements as an engine![img] {STEAM_CLAN_IMAGE}/29087962/0646ce8e4571d4a6c8c4f0613c53a1d4abffe37e.png[\/img]While it was hard to pick a most accurate submission this time around, we think molfster eked out the competition!Take a look at a small selection of the other many submissions we got this time around:[img]{STEAM_CLAN_IMAGE}/29087962/91eea45e4544539e6adad77cdc4a5de7d3348328.png[\/img]Credit in order from left to right: balls_lokester, Wild_Saint1, ssorgatem, AxolotlBoop, chairmanbuu, AuxilRB, Hubert, mothtransman,\u00a0\u0414\u0456\u0430\u043d\u0430, JellyfishLightning, AlialunAnd now for the unveiling...[img]{STEAM_CLAN_IMAGE}/29087962/e9fb95be01c1d4152b3f3e7b57092cf532f747b3.gif[\/img]Ta-da!! As many of you eagle-eyed Slayers noticed, this creature has already been spotted elsewhere in the past. Still, it was fun seeing different artists' renditions of the same subject as well as people getting extra creative with it! As recompense, here's a little extra info: we're currently referring to this enemy as Chomper, as his moveset relies on, well, chomping! What could the effect of such chomps be, I wonder?Also, many of you have noticed that it looks similar to another beloved character in the Spire universe, and the reason for that is [b]*LOUD ERROR NOISE*[\/b]. Hope that clears things up!Wait, does anyone else hear that...?[img]{STEAM_CLAN_IMAGE}/29087962/92194ed1eba73f7586a6655bd2cd07fe4c1b9d35.gif[\/img]It's yet another shadowy (and wiggly) creature!! Remember, submit your guesses as to what this monster could be via fanmail@megacrit.com or in our [url=https:\/\/discord.gg\/slaythespire]Discord's[\/url] Fanart channel![b]3]Q&A with C&A[\/b]It's time again to answer questions. No time for unnecessary words. Onwards![b]TabbyCat asks:[\/b] How long is a turn in slay the spire for the characters? Is it consistent with the amount of cards played, or is it uniform at ~5 seconds. If I play 50 shivs in a turn as the Silent, are her hands moving at the speed of sound?[b]Casey:[\/b] The Silent's kind of like a seven in terms of speed. The Ironclad maybe a four. But the Champ is like a two and the Time Eater is using that stupid clock. It's all too complicated to explain really.[b]Kwayan asks:[\/b] Hello MegaCrit Games! I hope your are doing well, and I have a question. I'd like to know if you're going to add multiple death animation to the game, because in SIS1, theres only one. So for exemple: if you the because of Sneeko, you die with a paralized animation. Thx! Oh and btw, use Kwayan as my name in the question thing. (If I'm chosen)[b]Casey:[\/b] Hello Kwayan! That's a cool idea but we currently don't have multiple death animations. Maybe if we reach a point where the core content and animations are done we can work on some fun extras. There ARE extras planned and they are so very extra.[b]Maro from Korea asks:[\/b] Q1. Are there beta arts for StS2 cards? Q2. Do you any thoughts on making StS's art book in the future? Q3. Are Neow, The Maw and Jaw Worm related? Q.?? Will it be early-accessed in December..?[b]Casey:[\/b] Yes. Yes. No. No. For those thinking of asking a question to hone in on the release month, I see you. Anyways, December kinda sucks for releasing games, there's holidays and all that- everyone gets too busy.[b]Indikativ asks:[\/b] I was wondering if there will be any further lore in Slay the Spire 2.[b]Casey:[\/b] Yes[b]Pixelz asks:[\/b] Do you plan on adding content from\/inspired by some of the popular mods? I've been in love with some of them, especially Downfall's Hermit character and a good few of the reliquary's relics.[b]Casey:[\/b] Making content is one of the parts of making video games. I'm not sure why we would ever add content from a mod. It also seems disingenuous creatively? Maybe I'm misunderstanding something here.[b]Adam from France asks:[\/b] Are you going to launch a collector's edition for Slay the Spire 2 ? Maybe with some figurine or chibi, I will buy it for sure if you do.[b]Casey:[\/b] Maybe for the full release, definitely not for Early Access.[b]Tim asks:[\/b] Hello! What is the Merchant saying? My partner is convinced they sometimes say \"f**\" off\" and now I cannot unhear it.[b]Casey:[\/b][i]Mlyahh...[\/i] the denizens of the Spire don't speak English so they aren't telling you to f**\" off. The dialog and story beats and such are translated to various languages so YOU, the player, can understand this foreign tongue. The merchant has 12 voice lines in the game and include a greeting, jovial laughter, a thank you in advance for buying wares, and of course the secret mercantile frequency technique version 4.[b]Nguyen from Vietnam asks:[\/b] Can Infinite deck in the sequel be easy to make?[b]Anthony:[\/b] No[b]Merch Madness[\/b][img][STEAM_CLAN_IMAGE}/29087962/1cbe35ca415acf7d390a9fb1afc17a4337acdb2.png[\/img]It's Dem! again, with a reminder that you can now get the full collection of every main Slay the Spire character in figure form AND grab a Silent and Snecko plush while you're at it! Shop everything YouTooz x Slay the Spire [url=https:\/\/youtooz.com\/collections\/slay-the-spire]here[\/url][b]3]Connections Section[\/h3][img]{STEAM_CLAN_IMAGE}/29087962/caf71501d03c478d418625c92bf68caa08901928.png[\/img]And without any flowery further ado, the monthly [url=https:\/\/cutsom-connections-game.vercel.app\/G2gpysKXzlehZwGGiszj]Slay the Spire Connections[\/url] is here![b]3]Community Roundup[\/h3]First of all, thank you to Maple for our gorgeous cover image this month, and shoutout to the very close runner-up featured below, \u4e5d\u5341\u4e5d\u4e00\u4e09![img]{STEAM_CLAN_IMAGE}/29087962\/9ebbdb1837b5dea3d97746bb7ad61b9f3c9a6a408.png[\/img]If your submission wasn't featured, reminder that cover image submissions must be submitted to us via fanmail@megacrit.com or in our [url=https:\/\/discord.gg\/slaythespire]Discord's[\/url] fanart channel, have dimensions of 800x450px, feature no text, and leave room for a title! Next month's theme: [b]Neow and a dreamy, rainbow sky![\/b]Now for our regularly scheduled community highlights...[img]{STEAM_CLAN_IMAGE}/29087962\/771894a06b6defdd49ec69258bc52dbdb803fb33.gif[\/img]This extremely cool, low-poly, animated Defect by PsiSlinger!https:\/\/www.youtube.com\/watch?v=q3lFhs-U7IMA fanmade Slay the Spire trailer reimagined in Limbus Company's style by Rusli![img]{STEAM_CLAN_IMAGE}/29087962\/b7af288b3acfa8fc2e1e17a2811dcdbf6fdf39148.jpg[\/img]This helpful Spire Field Guide series by [url=https:\/\/www.reddit.com\/r\/slaythespire\/comments\/1gv6h70\/spire_field_guide_day_20_dead_adventurers\/]pianoblook[\/url][(We made a note to highlight this one a while back but only recently remembered, oops. It now appears to be on hiatus but we think it's a great idea ^-^)And that's a wrap on the May Neowsletter, see you soon in June!","commentcount":106,"tags": ["mod_reviewed","ModAct_873083815_1747334591_0"],"language":0,"hidden":0,"forum_topic_id":6120375672090535818,"event_gid":"529846144626329371","voteupcount":3584,"votedownscount":49,"ban_check_result":0,"banned":0},"published":1,"hidden":0,"rtime32_visibility_start":1747341420,"rtime32_visibility_end":0,"broadcaster_accountid":0,"follower_count":0,"ignore_count":0,"forum_topic_id":6120375672090535818,"rtime32_last_modified":1748271109,"news_post_gid":"0","rtime_mod_reviewed":1747334591,"featured_app_tagid":0,"referenced_appids": [],"build_id":0,"build_branch":"","unlisted":0,"votes_up":3584,"votes_down":49,"comment_type":"ForumTopic","gidfeature":"1635292137552314929","gidfeature2":"6120375672090535618","video_preview_type":"youtube","video_preview_id":"q3lFhs-U7IM","clan_steamid_original":"103582791458609370"},{"gid":"5174612456255895078","clan_steamid":"103582791439469731","event_name":"Operation Brainstorm | Prototype Vehicles Available Now!","event_type":13,"appid":394360,"server_address":null,"server_password":null,"rtime32_start_time":1747326840,"rtime32_end_time":1747329240,"comment_count":0,"creator_steamid":"0","last_update_steamid":"0","event_notes":"see announcement body","jsondata":"{\"localized_subtitle\":[null,null,null,